```
Opcode::Point
+ X
+ y
+ Z
+ Point()
+ Point()
+ Point()
+ Point()
+ ~Point()
+ Zero()
+ SetPlusInfinity()
+ SetMinusInfinity()
+ PositiveUnitRandomVector()
+ UnitRandomVector()
and 87 more...
       Opcode::HPoint
       + W
       + HPoint()
       + HPoint()
       + HPoint()
       + HPoint()
       + ~HPoint()
       + Zero()
       + Set()
       + Set()
       + Set()
       + Add()
       and 32 more...
```